KHAYAL

This being appears to be a muscled, wiry human. His skin is a dark and dusky grey; his beard, pants, and vest of deepest black. His eyes appear empty, naught but tunnels into the darkest night.

Khayal

Medium elemental, chaotic neutral

Armour Class - 17 (natural armor)
Hit Points - 123 (14d8 + 60)
Speed - 30 ft., fly 40 ft.

STR 14 (+2)
DEX 20 (+5)
CON 20 (+5)
INT 14 (+2)
WIS 14 (+2)
CHA 16 (+3)

Saves DEX+9, INT +6, WIS +6
Skills Deception +11, Insight +6, Perception +6, Stealth +9
Vulnerabilities radiant
Damage Resistances acid, fire, lightning, thunder
Damage Immunities cold
Senses darkvision 120 ft., passive Perception 16
Languages Common, Primordial, telepathy 100 ft.
Challenge 11 (7,200 XP)

Proficiency Bonus +4

Traits

Compulsive Lies.
The khayal has expertise in deception (already factored into its deception modifier) and rolls deception checks with advantage.

Elemental Demise.
If the khayal dies, its body disintegrates into a 60 ft. area of magical darkness that lasts for 1 round.

Eyes of the Dark.
The khayal can see through magical darkness.

Sneak Attack.
Once per turn, the khayal deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the khayal that isn't incapacitated and the khayal doesn't have disadvantage on the attack roll.

Actions

Multiattack.

The khayal makes three weapon attacks.

Scimitar.
Melee Weapon Attack: +9 to hit, reach 5 ft., one creature.
Hit: 9 (1d6 + 5) damage.

Umbral State.
The khayal becomes a being of shadow for 1 hour. During this time, it is incorporeal and gains immunity to all damage dealt by non-magical weapons. All attack rolls against the khayal have disadvantage and it can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting.
The khayal's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

• At will: *hallucinatory terrain, plane shift (Shadowfell only), shadow blade, speak with dead*
• 3/day each: *darkness, shadow of moil, tongues*
• 2/day each: *blur, creation, vampiric touch*
• 1/day each: *pass without trace, summon undead (spirit only)*

Shadow Genasi

As a shadow genasi, you are descended from the oft-forgotten Khayal. You are likely cunning and swift, taking joy in your quick wit and ability to outthink most other creatures. You tend to feel most comfortable when not in the spotlight, allowing others to take all the attention is the best strategy for going unnoticed.

Almost all shadow genasi are cool to the touch. Most of your kind have entirely dark eyes, making it difficult for anyone to tell where you're looking or how you're feeling. Your shadow might have unusual characteristics as well. It may move on its own at times, or react when you feel strong emotions.

- **Ability Score Increase.** Your Charisma score increases by 1.

- **Deceptive.** You gain proficiency in the Deception skill.

- **Improved Darkvision.** You can see in dim light within 120 feet of you as if it were bright light, and in darkness as if it were dim light.

- **Wreath in Shadow.** - You can cast the Blur spell once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

Pact of the Genie (Expanded Spell List)

At 1st level, the Genie lets you choose from an expanded list of spells when you learn a warlock spell. The Genie Expanded Spells table shows the genie spells that are added to the warlock spell list for you, along with the spells associated in the table with your patron's kind. This table details spells granted by the khayal, an additional choice for the warlock patron.

Spell Level	**Khayal Spells**
1st	Dissonant Whispers
2nd	Blur
3rd	Blink
4th	Greater Invisibility
5th	Mislead

Elemental Gift (Khayal Patron)

At 6th level, you begin to take on characteristics of your patron's kind. You now have resistance to a damage type determined by your patron's kind. Warlocks who make a pact with a khayal gain resistance to necrotic damage.